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MASTERMATCH

ENTERTAINMENT

Use logic to find a hidden pattern of color
(ages 8 and up)

by Charles Mullally

Requires: ATARI BASIC Language Cartridge

Cassette version (1) ATARI 410 or 1010 Program Recorder
(APX-10259) 24K RAM

Diskette version (1) ATARI 810 or 1050 Disk Drive
(APX-20259) 32K RAM

Edition A

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MASTERMATCH

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C. Mullally

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Introduction

OVERVIEW

MASTERMATCH is an exercise in logical thought and concentration. The object of the game is to match a pattern of colors correctly by making logical choices based on clues the program provides.

Two identical grids of blank rectangles appear side by side on the screen. MASTERMATCH is thinking of one pattern of colors for the horizontal row of the right-hand grid, but you can't see the pattern. You can try out different colors on the left-hand grid by moving your joystick. If any of the colors or positions are correct, a hint appears in the right-hand grid. The hints are tantalizing. For example, you might learn that one of the colors is in the right position--but you don't learn which!

You have several tries to put the clues together and reason out the pattern. When your tries run out, or when you've solved the puzzle correctly, MASTERMATCH tells you what the pattern was. Once in a while, you get some help from luck, but don't count on it.

You can play MASTERMATCH on several difficulty levels to challenge players of all ages and abilities. The puzzles are harder when there are more columns in the grids, and when there are more colors in each of the patterns. You can play against the computer or against another player who selects the patterns. You even have the option of designing your own gameboard layout in any of more than 2500 variations.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One ATARI Joystick Controller
GTIA Chip

Cassette version

ATARI 410 or 1010 Program Recorder
24K RAM

Diskette version

ATARI 810 or 1050 Disk Drive
32K RAM

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

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Muskegon, MI 49445

Getting started

LOADING MASTERMATCH INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.
2. Plug your joystick controller into the first controller jack of your computer console.
3. If you have the cassette version of MASTERMATCH:
 - a. Have your computer turned OFF.
 - b. Turn on your TV set.
 - c. Insert the MASTERMATCH cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.
 - d. Turn on the computer while holding down the START key.
 - e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of MASTERMATCH:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the MASTERMATCH diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more

than one drive.)

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

While MASTERMATCH is loading into computer memory, you see the following notice on the screen:

MASTERMATCH
BY CHUCK MULLALLY

After the loading process is complete, the following screen appears to help you choose the game options you want:

MASTERMATCH
COPYRIGHT 1983
C. MULLALLY

LEVEL ONE

COLUMNS	ROWS	COLORS
ACROSS	DOWN	IN USE
7	9	7

OPTION - PLAY
AGAINST COMPUTER

SELECT - CHANGES LEVEL

PRESS TRIGGER TO BEGIN

Figure 1 First display screen

Difficulty level

Press the SELECT key to choose any one of the seven levels of game difficulty. Level one is the easiest; level six is the most challenging.

On level seven, you can lay out your own gameboard. You can choose the number of columns of rectangles across, the number of rows of rectangles down, and the number of colors available.

On the first display screen (Figure 1) the numbers of columns, rows, and colors are displayed. If you change the level, these numbers also change.

Use the following chart to help decide on a level:

<u>Level</u>	<u>Columns Across</u>	<u>Rows Down</u>	<u>Colors in Use</u>
1	4	9	7
2	4	7	6
3	5	13	8
4	5	11	8
5	6	13	9
6	7	14	9
7	Choose your own layout		

Figure 2 Gameboard options

Players

Press the OPTION key to select your opponent. You can ask MASTERMATCH to select the hidden color pattern for a one-player game, or you can choose a two-player version, in which a second player makes that selection.

Starting to play

Press the red joystick button to start the game on any of the six play levels. On level seven, pushing the button moves you the Gameboard Selection

Screen.

Gameboard selection screen (level 7)

If you choose level seven and press the joystick button, the Gameboard Selection Screen allows you to make the following choices:

Columns across - The flashing number below the COLUMNS ACROSS heading tells the number of colored rectangles to be matched. Move the joystick up to increase the number of columns, or down to decrease the number. You may choose any number between one and nine. When you move the joystick to the right, the ROWS DOWN number flashes.

Rows down - The flashing number below the ROWS DOWN heading shows the number of rows of choices. Each additional level gives you one more chance to match the hidden color pattern. Move the joystick up or down to increase or decrease the number of rows, from 1 to 20. Move the joystick to the right to move the flashing indicator to the COLORS IN USE heading.

Colors in use - The flashing number below the COLORS IN USE heading tells how many colors are available to make up the hidden color pattern. Move the joystick up or down to increase or decrease the number of colors from 2 to 9.

Return to first screen - Press the SELECT key to return to the first display screen (Figure 1) and choose any of the seven game levels.

Starting play - Press the red joystick button to start the game with the gameboard layout you set up.

Using MASTERMATCH

THE GAMEBOARD SCREEN

The program draws the gameboard according to your choices with two sets of rectangles. The rectangles on the left side are yours to "paint" any of the available colors. MASTERMATCH uses the rectangles on the right to provide clues about the progress you're making toward discovering the hidden color pattern.

If you play against another person, a colored rectangle with a flashing indicator appears in the first spot of the last row on the right side of the screen. Move the joystick up or down to change the color of that rectangle. Move the joystick left or right to move the flashing indicator to the next rectangle and "paint" in any of the available colors. You can change your mind and move back and forth to change colors. When you've finished, press the red joystick button to begin the game.

When the game begins, a color and flashing indicator appear in the first rectangle of the top left side of the screen. Move the joystick up or down to change that color. If you go past the color you want, move the stick in the opposite direction to return to that color. Move the stick left or right to get to the next rectangle or to go back to a previous one. When you're satisfied with your color choices for the row, push the joystick button.

MASTERMATCH gives you clues to help you make your next choices. If the program sees a perfect match of a correct color in the correct position, it draws a black marker on the right side of the screen. If it identifies a correct color match but wrong position, it draws a white marker. Remember that the position of the markers does NOT tell the position of the match. For example, if the black marker appears in the first rectangle,

you can't assume that the color match is in the first rectangle. If there are no markers, then none of the colors you chose appear in the hidden pattern.

The color selection process begins again for the next row. Use the clues to try for a closer match.

You see the hidden color pattern when you duplicate it exactly (getting black marker clues for every position). You also see it after you complete the last row, even if you haven't made a complete match.

If you have matched the hidden pattern, the program prompts you to press the START key. If you have won the highest score so far, you see a flashing message:

CONGRATULATIONS!

Next this prompt appears:

PLEASE ENTER
YOUR NAME

>—————<

Type your name. If your name has fewer than eight spaces, you must press the SPACE BAR after you type the name, to see all eight lines disappear. The program uses your name in its display of your score, which looks like this:

HIGH SCORE	BY
14660	JOHN

SCORE: 9480

The high score shows the best score you earned since you loaded the game into memory. The score below shows what you earned during the current round of the game.

You can restart the game after the hidden colors are revealed by pressing the red joystick button.

You can always restart a game in progress by pressing the START key. You see the hidden pattern, and instructions to press the START key again.



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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

Mastermatch (259)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP



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[seal here]